NES-WG-USA

WILD GUNMAN™

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Wild Gunman™ Pak. This game requires the Zapper,™ Light Gun Attachment.

OBJECT OF THE GAME/GAME DESCRIPTION

Put yourself in the middle of a western showdown. Armed with the Zapper, it takes a quick hand and dead-eye to earn your reward. Draw against the most wanted outlaws in the West. Then, if you're brave enough, take on the whole gang at once!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for the Zapper thoroughly.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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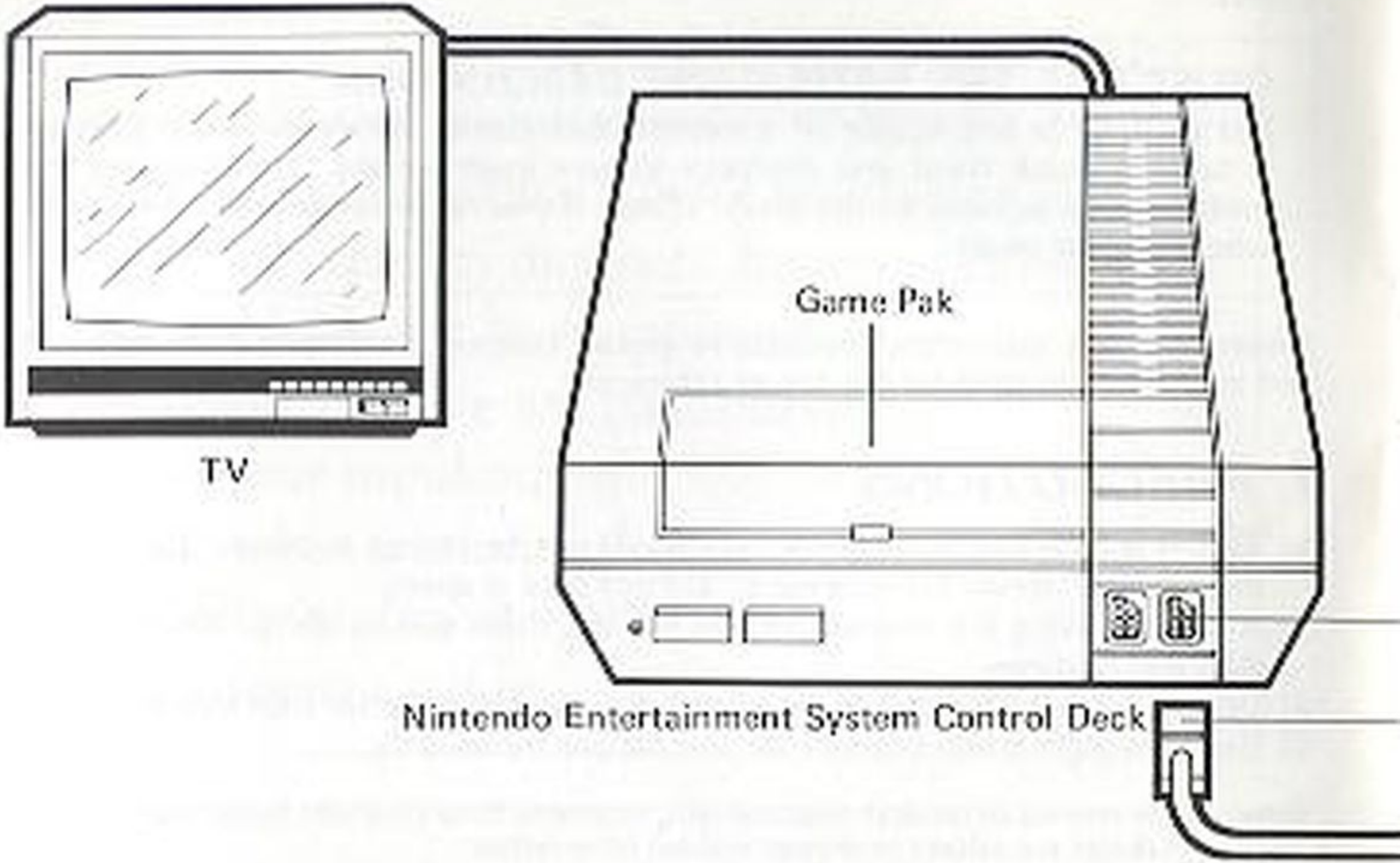
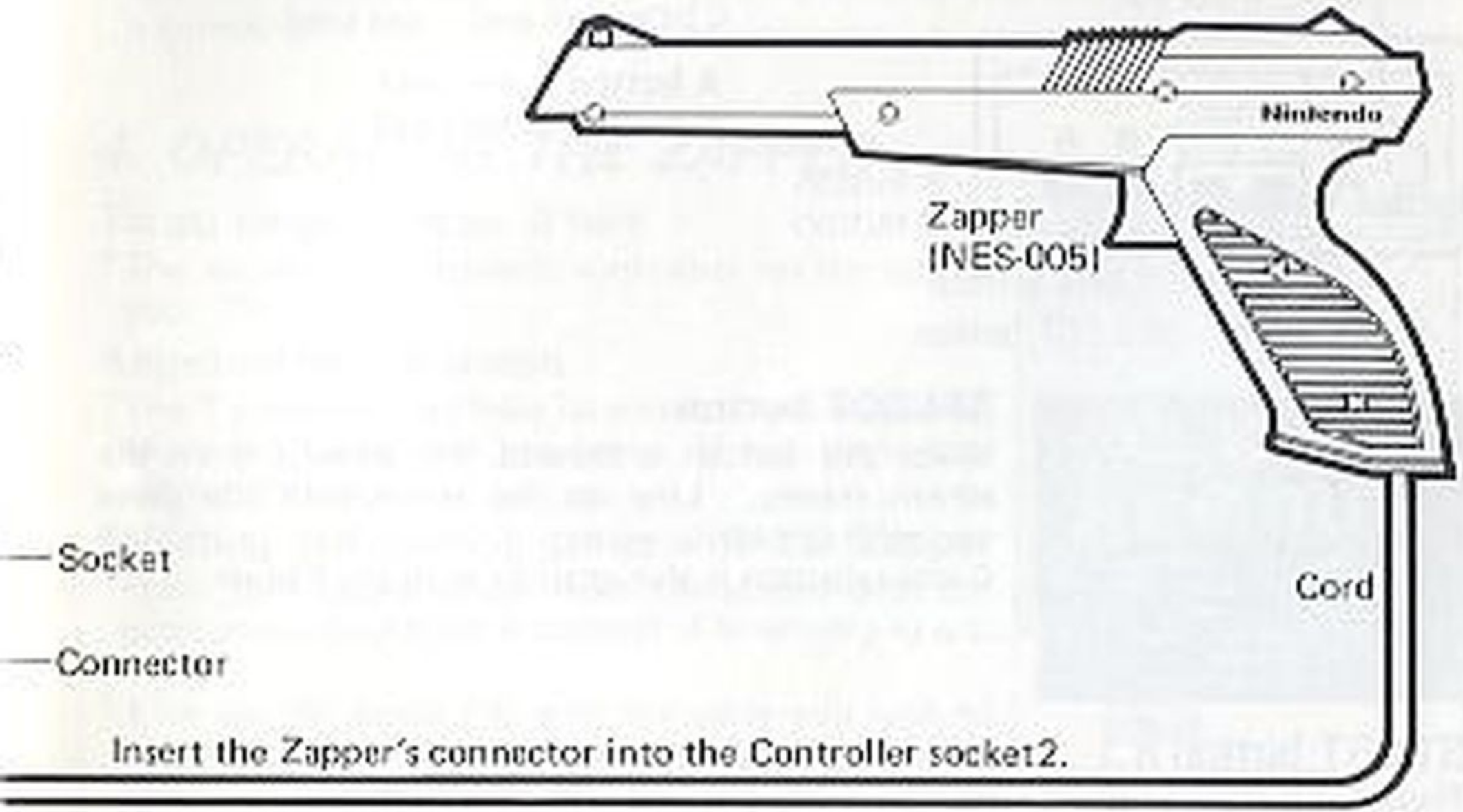
2. CONNECTING THE ZAPPER TO THE NINTENDO



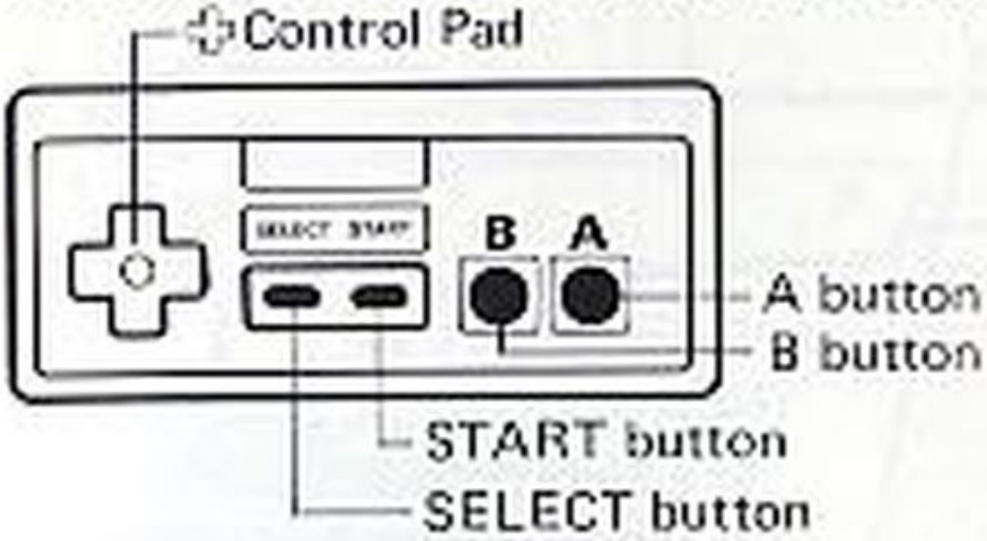
ENTERTAINMENT SYSTEM CONTROL DECK



Insert the Zapper's connector into the Controller socket2.

3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1 used for START/SELECT



Control pad – not used.

A button – not used.
B button – not used.

SELECT button

When this button is pressed, the arrow (→) on the screen moves. Line up the arrow with the game you wish to play.
Game selection is also possible with the Zapper.

START button

Press this button to begin. Starting is also possible with the Zapper.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue play. The game will continue from where you left off.

* The TOP SCORE will disappear if the reset switch is pressed or the power switch is turned off.

4. OPERATING THE ZAPPER

Target range: approx. 6 feet

* The target range depends somewhat on the size of your TV.

Adjusting the TV screen

* The TV screen must have its contrast and brightness adjusted properly for this game. If not, shots may not hit the targets.

Selecting and starting games with the Zapper

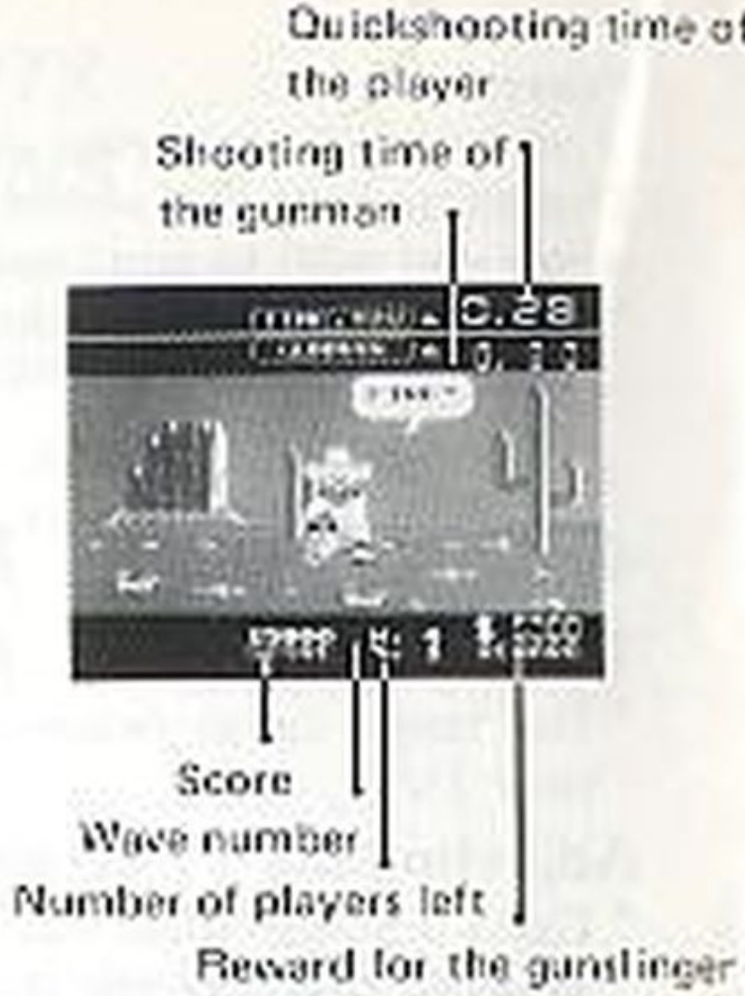
* Point the Zapper away from the screen with the game menu displayed, and shoot. The arrow (→) will move.
* Line up the arrow (→) with the game you wish to play, and then shoot directly at the screen. The game you selected will start.

5. HOW TO PLAY

Game A

In this game, you draw against a single gunman.

* When the gunman's eyes flash and he says "Fire," he'll draw his gun and fire.
* The hit range is the entire TV screen.
* "YOU WON" is displayed when the gunman is beaten, "YOU LOST" is displayed when the gunman beats you.
* If you shoot before the gunman says "FIRE", "FOUL" appears on the screen and you lose the wave.
* As the game proceeds, faster shooting gunmen appear (maximum speed 0.4 second).



Game B

In this game you draw against two gunmen. Play just like Game A, except that sometimes only one gunman will say "FIRE." When this happens, shoot only the gunman who says "FIRE."

Game C

Point the gun toward the screen and wait. The gunmen appear one after another from the windows and door of the building. Shoot them before they shoot you.

* Beat 10 gunmen to clear a wave.
* You have 15 bullets.

[Rules]

Games A and B

1) The gunman says "FIRE." At the same time, his eyes flash and he draws his gun.
2) Quickly draw your gun and shoot the gunman.
   * It is against the rules for a player to draw his gun before the gunman does.
3) The player loses if the gunman shoots first.
4) If you shoot & hit the gunman before he says "FIRE," it is a "FOUL" and you lose.
   * It is also a "FOUL" in Game B to shoot the gunman who did not say "FIRE" first.
5) The game ends after three losses.

Game C

1) Shoot 10 gunmen with 15 bullets.
   * Two gunmen may appear at the same time.
2) The player loses if a gunman shoots first, and the game ends after three losses.

[Scoring]

Games A and B

When the gunman is beaten, the reward becomes the score. In addition, bonus points are awarded, depending on the number of seconds left after beating the gunman. The quicker the win the higher the bonus.

Game C

After beating a gunman, the score is displayed. These are added up as the game proceeds.

[Characters]

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90 DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your PAK to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

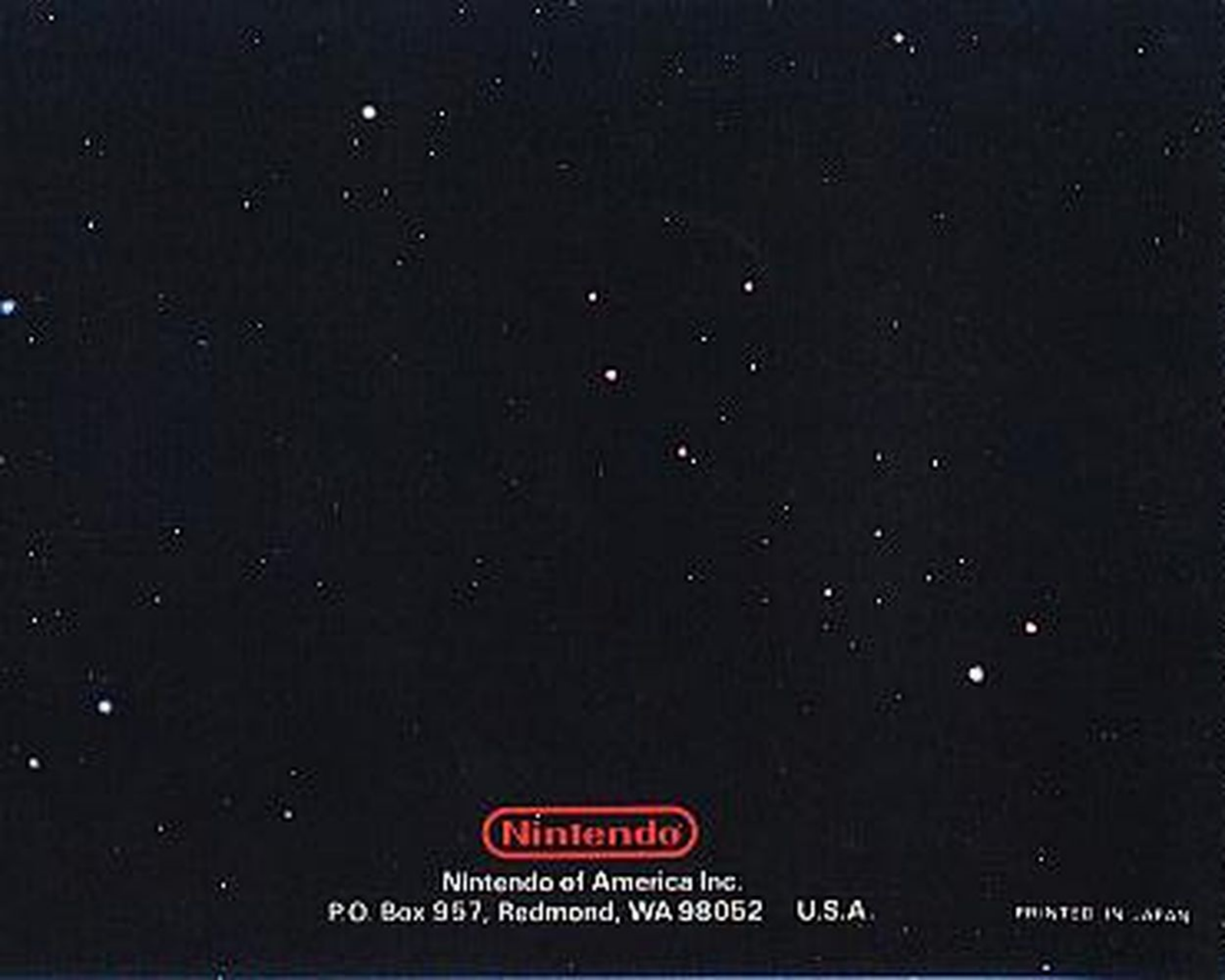
You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. Payment may also be charged on a VISA or MASTERCARD credit card.

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



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